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AUGUST 1990

RIVERBOAT GAMBLER

Operator's Handbook

Including

***Game Audits
Game Adjustments
Rubber Rings
Solenoids
Switches
Lamps
Playfield Parts
Fuses Locations***

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RIVERBOAT GAMBLER Audit Table

Audit Item (Lwr Left)	Descriptive Phrases (Upper Display)	Audit Factor Value (Lwr Right)
AU 01	LEFT COINS (chute next to coin-door hinge)	432
02	CENTER COINS	0
03	RIGHT COINS	368
04	PAID CREDITS	830
05	TOTAL PLAYS	
06	TOTAL FREE (Total Free Plays)	
07	PERCENT FREE (% Free Plays)	
08	REPLAY AWARDS	
09	PERCENT REPLAY (% Replay Awards)	
10	SPECIAL AWARDS	
11	PERCENT SPECIAL (% Special Awards)	
12	MATCH AWARDS	
13	HSTD (High Score to Date) CREDITS	
14	PERCENT HSTD (% HSTD Credits)	
15	EXTRA BALLS	
16	PERCENT EX. BALL (% Extra Balls)	
17	AV. BALL TIME (Average Time in Seconds)	
18	MINUTES OF PLAY (Minutes of Play)	
19	BALLS PLAYED	
20	REPLAY1 AWARDS	
21	REPLAY2 AWARDS	
22	REPLAY3 AWARDS	
23	REPLAY4 AWARDS	
24	1 PLAYER GAMES	
25	2 PLAYER GAMES	
26	3 PLAYER GAMES	
27	4 PLAYER GAMES	
28	BURN-IN CYCLES	
29	JACKPOT AWARDS (# of times Jackpot was awarded)	
30	ROULETTE WINS (# of times Roulette was won)	
31	ROULETTE PLAYED (# of times Roulette was played)	
32	WIN METER AT TOP (# of times Jackpot was qualified)	
33	CASINO AWARDS (# of times Casino was awarded)	
34	ROYAL FLUSH (# of times Royal Flush was earned)	
35	21 AWARDS (# of times 21 was awarded)	
36	SLOT SHOTS (# of times Slot Shot was played)	
37	SKILL SHOTS (# of times Skill Shot was made)	
38	CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)	
39	H.S.RESET COUNTER	
40	0.0-0.4 MIL. SCORE (# of games <500K)	
41	0.5-0.9 MIL. SCORE (# of games ≥500K, <1M)	
42	1.0-1.4 MIL. SCORE (# of games ≥1M, <1.5M)	
43	1.5-1.9 MIL. SCORE (# of games ≥1.5M, <2.0M)	
44	2.0-2.9 MIL. SCORE (# of games ≥2.0M, <2.9M)	
45	3.0-3.9 MIL. SCORE (# of games ≥3.0M, <3.9M)	
46	4.0-4.9 MIL. SCORE (# of games ≥4.0M, <4.9M)	
47	5.0-5.9 MIL. SCORE (# of games ≥5.0M, <5.9M)	
48	6.0-7.9 MIL. SCORE (# of games ≥6.0M, <7.9M)	
49	8.0-8.9 MIL. SCORE (# of games ≥8.0M, <9.9M)	
50	10-99 MIL. SCORE (# of games ≥10.0M, <99 M)	
51	AV. MIN. GAME TIME (Avg Game Time in minutes)	
52	LEFT OUTLANE (Total # of times ball hit Left Outlane)	
53	RIGHT OUTLANE (Total # of times ball hit Right Outlane)	
54	MULTI-BALLS (# of times Multi-ball was played)	

NOTE:

1. The numbers shown in this column for Items 1 through 4 are examples. Entries for all items depend on the amount of play; thus, they will vary from location to location.

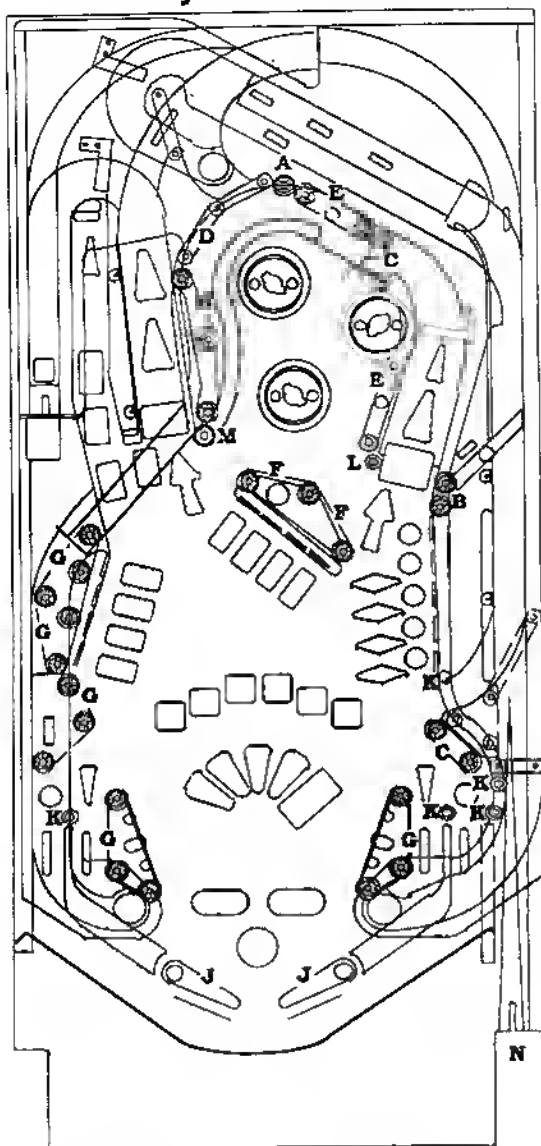
RIVERBOAT GAMBLER Game Adjustment Table

Adjustment Item (Lwr Left)	Descriptive Phrases (Upper Display)	Factory Setting		
		Domestic (US/Can.)	W.Ger./ European	French
Ad 01	AUTO REPLAY ¹ or FIXED REPLAY ¹	10 (%)	ON	
02	REPLAY START (or REPLAY LEVEL 1) ¹	SCORES ¹		
03	REPLAY LEVELS (or REPLAY LEVEL 2) ¹	7,000,000	9,000,000	7,000,000
04	(REPLAY LEVEL 3) ¹	02		
05	(REPLAY LEVEL 4) ¹	(see text)		
06	REPLAY AWARD	(see text)		
07	SPECIAL AWARD	Credit		
08	MATCH FEATURE	Credit		
09	BALLS/GAMES	7 (%)		
10	TILT WARNING	03		
11	MAXIMUM EXTRA BALL	03		
12	MAXIMUM CREDITS	02		
13	HIGHEST SCORES	10	30	
14	BACKUP HI. SCR.1	On		
15	BACKUP HI. SCR. 2	8,500,000	9,500,000	8,500,000
16	BACKUP HI. SCR. 3	9,000,000	9,000,000	8,000,000
17	BACKUP HI. SCR. 4	7,500,000	8,500,000	7,500,000
18	HI. SCR.1 CREDITS	7,000,000	8,000,000	7,000,000
19	HI. SCR.2 CREDITS	01	03	
20	HI. SCR.3 CREDITS	01	00	
21	HI. SCR.4 CREDITS	01	00	
22	H. S. RESET EVERY	01	00	
23	FREE PLAY	3,000	1,000	
24	U.S.A. 1 COINAGE (1 COIN 1 PLAY) ^{2,3,4}	NO		
25	LEFT UNITS	USA 2	GERMAN 2	
26	CENTER UNITS	01	06	
27	RIGHT UNITS	04	12	
28	UNITS/ CREDIT	01	30	
29	UNITS/ BONUS	01	05	
30	MINIMUM UNITS	00	00	
31 - 48	Game-specific Adjustments (detailed in text and the Game Adjustment Setting Comparison Table)	00		
49	CUSTOM MESSAGE	ON		
50	DISPLAY AU 01-04	YES		
51	BUY-IN			
52	REPLAY BOOST			
53 - 58 ^{5,6}	Special Adjustments- See text for 53-58 details.			
59 5	INSTALL. ADDABALL	NO		
60 5	INSTALL. 5-BALL	NO		
61 5	INSTALL. NOVELTY	NO		
62 5	INSTALL. EX. EASY	NO		
63 5	INSTALL. EASY	NO		
64 5	INSTALL. EX. M	NO		
65 5	INSTALL. HARD	NO		
66 6	INSTALL. EX. HARD	NO		
67	AUTO BURN-IN	NO		
68 7	INSTALL. FACTORY	NO		
69	CLEAR AUDITS	NO		
70	CLEAR COINS	NO		

NOTES:

- Automatic Replay percentage value range is adjustable from 5 to 50%, via the Start Button. Item 02 permits changing the factory setting value for Replay Start Level valid for the next 500 games played. Item 03 permits setting up four replay levels, values as detailed in text describing Item 03. For Fixed Replay Scores set Auto Replay value to 1 less than 5% via the Start Button. Go to Items 02, 03, 04, and 05; Install their replay level scores. Turn off any replay level by setting 00 as its value.
- Phrase in parentheses is Factory Setting. Phrase appears in player 2 and 4 displays. Press Start button to change setting of the game pricing of Item 24.
- To change country OR coinage setting, press Start button to obtain 24 Standard settings, followed by a Custom Setting. The Custom Setting activates Items 25 through 30. When a Standard Setting is used, Items 25 through 30 are set automatically, and cannot be changed.
- To Install Custom Message, press flipper button for alphabet and special characters. Press Start Button for next message letter or character.
- Special Preset Adjustment, whose effects are noted in the Game Adjustment text.
- Refer to Pricing Table and text describing these Items.
- Approximates Ad 84, yet includes all factors listed in Factory Setting column, not just Ad 31 through 47 provided by Ad 84.

Playfield Rubber Parts



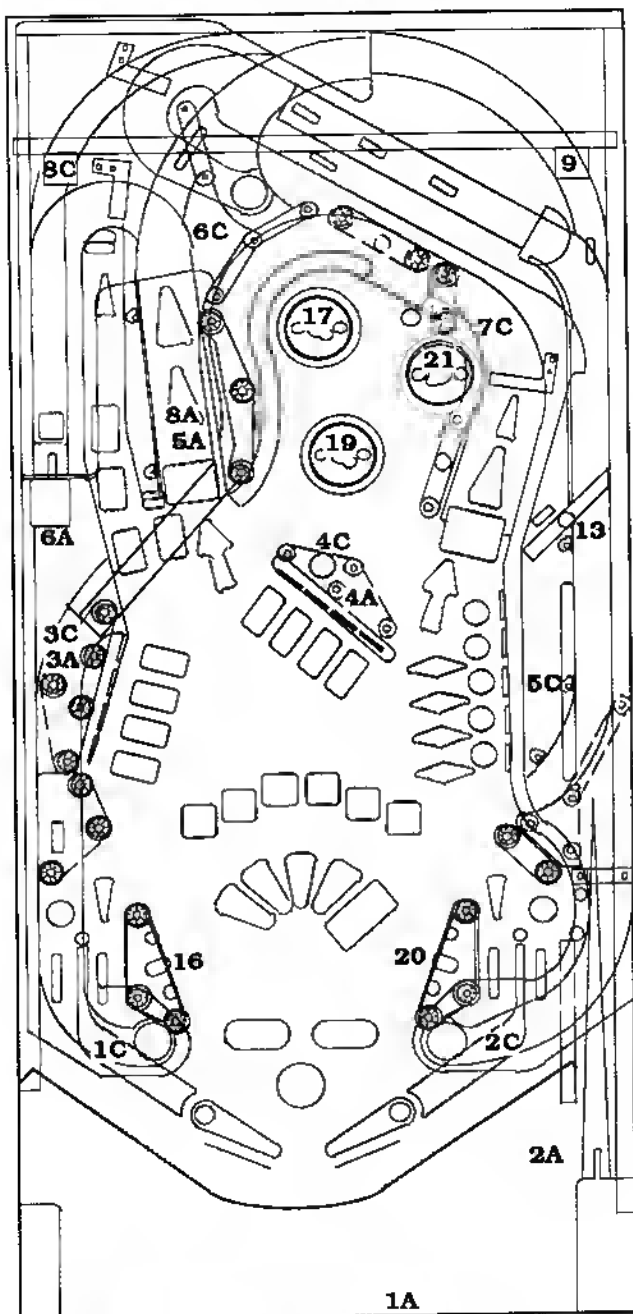
Item	Part No.	Description	Qty	Item	Part No.	Description	Qty
A	23-6300	5/16" Ring	1	H	23-6307	3" Ring	1
B	23-6301	3/4" Ring	1	J	23-6519-4	Red Flipper Ring	2
C	23-6302	1" Ring	2	K	23-6535	Ring Bumper	5
D	23-6303	1-1/4" Ring	1	L	23-6552	Yellow Sleeving	1
E	23-6304	1-1/2" Ring	2	M	23-6579	3/4" Bumper Cone	1
F	23-6305	2" Ring	2	N	23-6327	Shooter Tip	1
G	23-6306	2-1/2" Ring	3				

RIVERBOAT GAMBLER 3

Solenoids Locations

Insert Panel: Flashers - 1C through 7C,
11 (2x), 16 (2x).

Roulette Wheel Motor - 14, 15.



Solenoids Table

Riverboat Gambler Solenoid Table

Sol. No.	Function	Solenoid Type	Wire Color	Connections	Driver Trans	Solenoid Part Number Flashtype Type Insert Panel; per-playfield
01A-3	Outsole	Switched	Vio-Brn	CPU Bd P11-1		AE-23-800
01C-3	Left Kicker (Sling) Flasher	Switched	Blk-Brn	SJ1-9; SJ4-9 (A)	Q33	#89/906 flashtamps 11, 1p
02A-3	Shooter Lane Feeder	Switched	Blk-Brn	SJ5-9 (C)	Q33	#89/906 flashtamps 11, 1p
02C-3	Right Kicker (Sling) Flasher	Switched	Vio-Red	SJ1-7; SJ4-9 (A)	Q25	AE-23-800
03A-3	Left Drop Tgt Bank Reset	Switched	Blk-Red	SJ5-9 (C)	Q25	#89/906 flashtamps 11, 1p
03C-3	Left Drop Tgt Bank Reset	Switched	Vio-Orn	SJ1-8; SJ4-7 (A)	Q32	AE-24-900
04A-3	Right Drop Tgt Bank Reset	Switched	Blk-Orn	SJ5-7 (C)	Q32	#89/906 flashtamps 11, 1p
04C-3	Right Drop Tgt Bank Reset	Switched	Vio-Yel	SJ1-5; SJ4-6 (A)	Q24	AE-24-906
05A-3	Ramp Up	Switched	Blk-Yel	SJ5-5 (C)	Q24	#89/906 flashtamps 11, 1p
05C-3	Ramp Up	Switched	Vio-Orn	SJ1-4; SJ4-5 (A)	Q31	AE-23-800
06A-3	Standup Target Flasher	Switched	Blk-Orn	CPU Bd P11-7	Q31	#89/906 flashtamps 11, 1p
06C-3	Ball Kicker	Switched	Vio-Blu	SJ1-3; SJ4-4 (A)	Q23	AE-23-900
07A-3	Left Ramp Flasher	Switched	Blk-Blu	SJ5-9 (C)	Q23	#89/906 flashtamps 11, 1p
07C-3	Knocker	Switched	Vio-Blk	SJ1-2; SJ4-2 (A)	Q25	AE-23-800
08A-3	Right Ramp Flasher	Switched	Blk-Vio	SJ5-2 (C)	Q30	#89/906 flashtamps 11, 1p
08C-3	Ramp Down	Switched	Vio-Gry	SJ1-1; SJ4-1 (A)	Q22	SM-1-20-900
09C-3	Left Back Flasher	Switched	Blk-Gry	SJ5-1 (C)	Q22	#906 flashtamp 1p
09	Right Back Flasher	Controlled	Brn-Blk	SJ2-3; SJ6-9; 204-11	Q17	#906 flashtamp 1p
10	Playfield Insert G 1 Relays	Controlled	Brn-Rod	SJ2-8; SJ6-9; 204-15	Q7	5580-00555-01 4a
11	Wheel Flasher (TL-LR)	Controlled	Brn-Orn	SJ2-2; SJ6-2; 204-16	Q14	#906 flashtamps 21
12	A/C Select Relay	Controlled	Brn-Yel	SJ2-5; SJ6-7; 204-15	Q16	#906 flashtamps 21
13	Divertor	Controlled	Brn-Yel	SJ2-5	Q3	5580-00555-01 5
14	Roulette Wheel A	Controlled	Brn-Gry	SJ2-4; SJ6-8; 204-14	Q16	AE-24-900
15	Roulette Wheel B	Controlled	Brn-Blu	SJ2-4; SJ6-9; 204-15	Q7	p/o B-12068
16	Wheel Flasher (LL-LR)	Controlled	Brn-Vio	SJ2-2; SJ6-2; 204-16	Q14	p/o B-12068
17	Top Jet Bumper	Controlled	Brn-Gry	SJ2-1; SJ6-1; 204-10	Q6	#906 flashtamps 21
18	Left Kicker (Sling)	Special #1	Blk-Brn	SJ3-7; SJ7-7	Q76	AE-23-800
19	Bottom Jet Bumper	Special #2	Blk-Red	SJ3-6; SJ7-6	Q71	AE-28-1500
20	Right Kicker (Sling)	Special #3	Blk-Orn	SJ3-3; SJ7-3	Q73	AE-23-900
21	Right Jet Bumper	Special #4	Blk-Yel	SJ3-4; SJ7-5	Q69	AE-28-1500
22	Not Used	Special #5	Blk-Gry	SJ3-2; SJ7-2	Q77	AE-23-800
	Lower Right Flipper	Special #6	Blk-Blu	SJ3-1; SJ7-1	Q79	FL11630/50VDC
	Lower Left Flipper		Orn-Vio	2J3-5; 2P10-7		FL11630/50VDC
			Blk-Vio	2J10-1; 2P8-15		
			Orn-Gry	2J5-4; 2P10-8		
			Blk-Gry	2J10-2; 2P8-16		

Notes

1. Wire colors, except flipper Orn-Vio and Orn-Gry, are ground connections to end terminals with unbraided end of diode. Flipper Orn-Vio. Orn-Gry wires connect from CPU Board to flipper switch.
2. Flipper connections shown in brackets are from flipper switch to flipper coil.
3. "A" circuits are pulsed, when Sol. 12 is de-energized; "C" circuits are pulsed, with Sol. 12 energized. Wire colors in brackets are those from respective A and C terminals corresponding to the J1-terminal connection listed for the Aux Power Driver Bd, which controls the device pulsing by Sol. 12. 4. Relay is mounted on Relay Bd. (43) p/o C-11902-1. 5. Relay is mounted on Aux Power Driver Bd. D-12247. in the backbox.

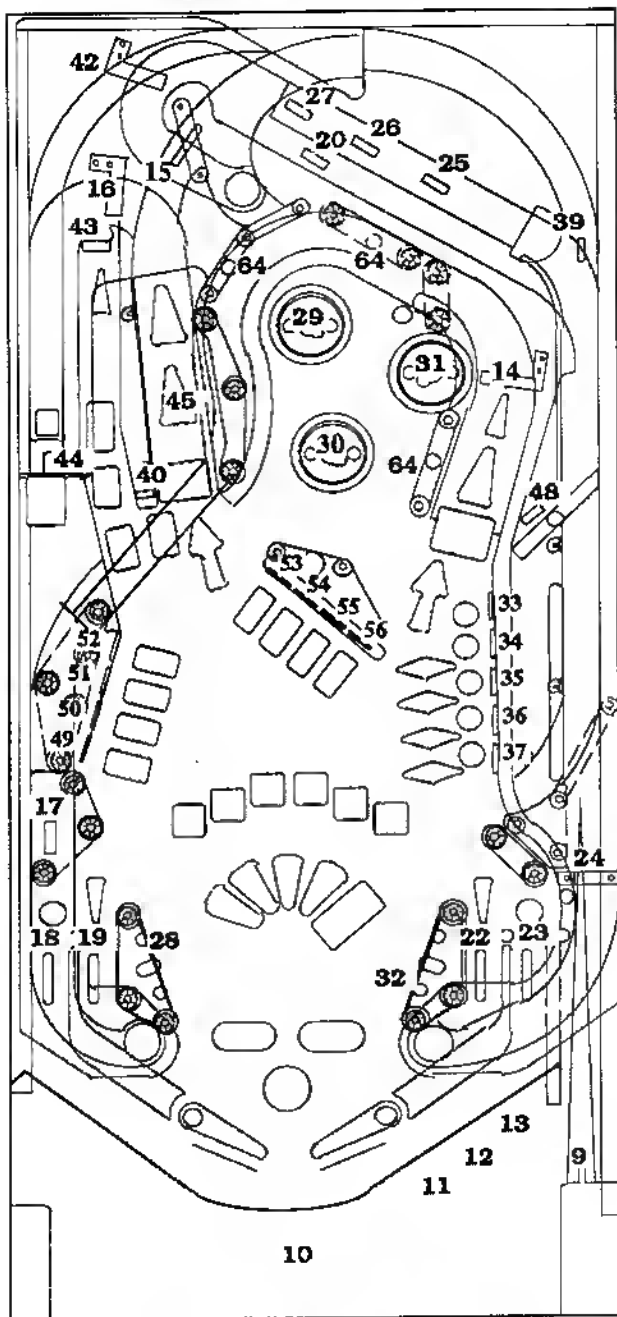
Switches Locations

Cabinet: 1, 3, 57, 58

Coin Door: 4, 5, 6, 7, 8

Front Molding: 60, 61, 62, 63

Insert Panel: 59



RIVERBOAT GAMBLER 6

Switches Matrix

Riverboat Gambler Switch Matrix

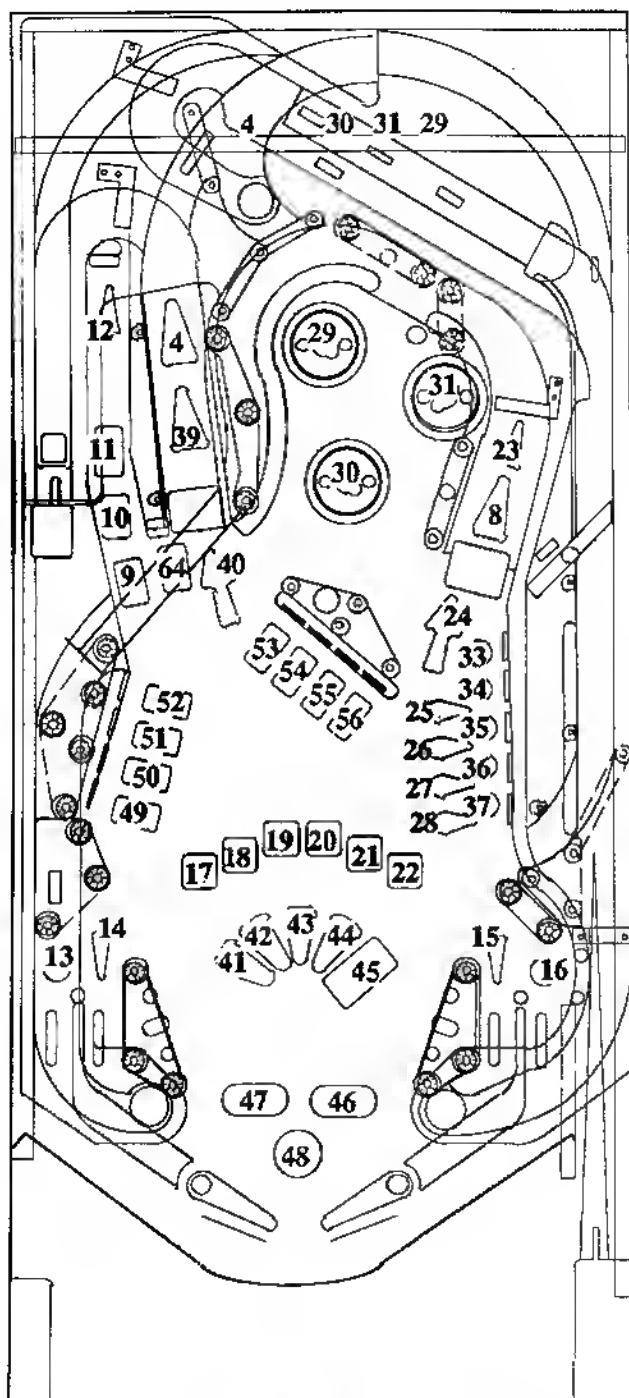
Column Row	1 Q45 Grn-Brn 1J8-1	2 Q49 Grn-Red 1J8-2	3 Q44 Grn-Orn 1J8-3	4 Q48 Grn-Yel 1J8-4	5 Q43 Grn-Blk 1J8-5	6 Q47 Grn-Blu 1J8-7	7 Q42 Grn-Vio 1J8-8	8 Q46 Grn-Gray 1J8-9
1 Whit-Brn 1J10-9	Plumb Tilt 1	Shooter 9	Left Ramp Return 17	1/4 Skull Shot 25	C Stand-up Target 33	Not Used 41	F Left Drop Target 49	Right Flipper 57
2 Whit-Red 1J10-8	A/C Relay C-Side 2	Outhole 10	Left Outlane 18	1/2 Skull Shot 26	H Stand-up Target 34	Past Skull Shot 42	I Left Drop Target 50	Left Flipper 58
3 Whit-Orn 1J10-7	Start Button 3	Left Trough 11	Left Return Lane 19	3/4 Skull Shot 27	J Stand-up Target 35	21 Stand-up Target 43	V Left Drop Target 51	Roulette Wheel 59
4 Whit-Yel 1J10-6	Right Coin Switch 4	Center Trough 12	Skull Shot Made 20	Left Sling Shot 28	P Stand-up Target 36	Locker/ Eject 44	E Left Drop Target 52	Red Button 60
5 Whit-Grn 1J10-5	Center Coin Switch 5	Right Trough 13	Not Used 21	Top Jet 29	S Stand-up Target 37	Ramp Down Now 45	C Right Drop Target 53	Pass Button 61
6 Whit-Blu 1J10-3	Left Coin Switch 6	Right Ramp Entry 14	Right Return Lane 22	Bottom Jet 30	Not Used 38	Not Used 46	A Right Drop Target 54	Green Button 62
7 Whit-Vio 1J10-2	Slam Tilt 7	Top Ramp Entry 15	Right Outlane 23	Right Jet 31	Top Ramp Exit 39	Not Used 47	R Right Drop Target 55	Black Button 63
8 Whit-Gray 1J10-1	High Score Reset 8	Left Ramp Entry 16	Right Ramp Return 24	Right Sling 32	Bust Card 40	Ball at Diverter 48	D Right Drop Target 56	Rebound Switch 64

Lamps Matrix

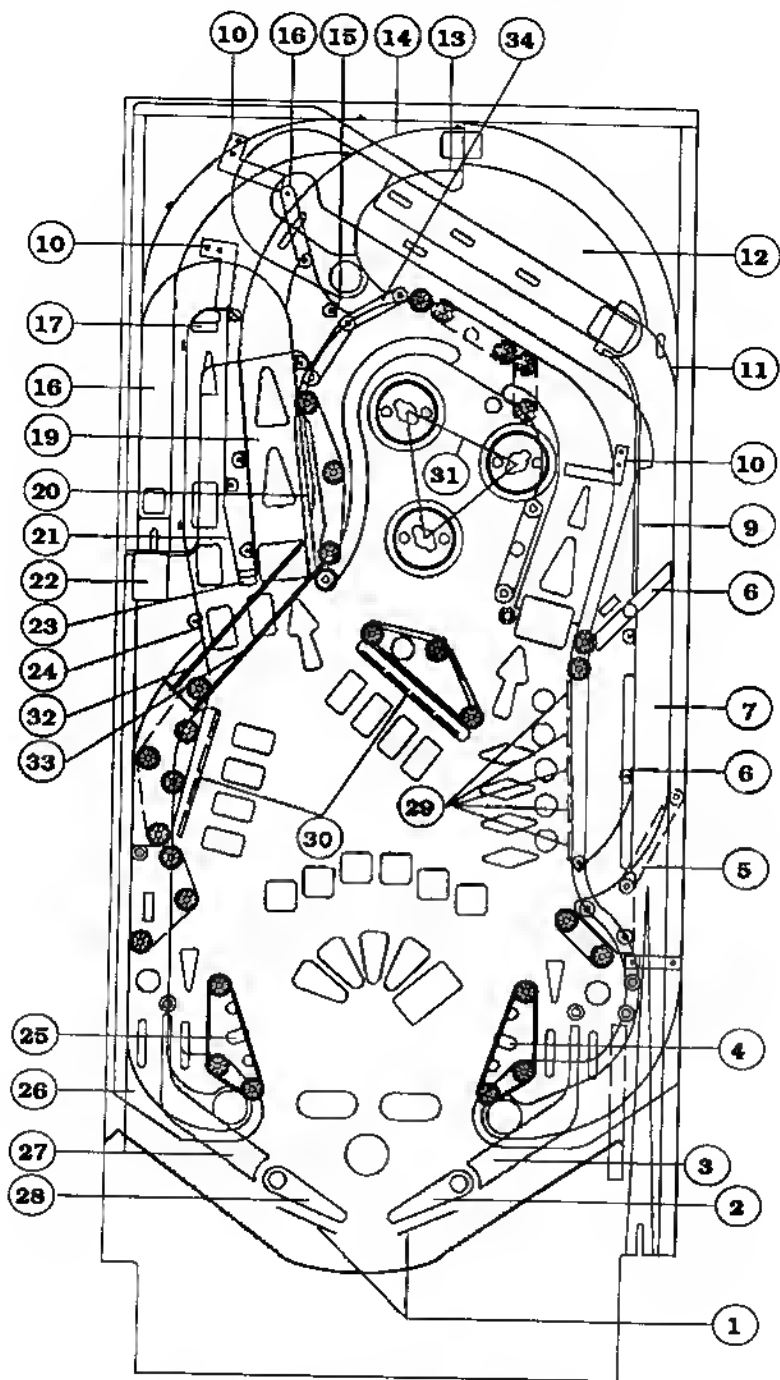
Riverboat Gambler Lamp Matrix

Column Row	1 966 Yel-Bm LJ7-1	2 964 Yel-Red LJ7-2	3 962 Yel-Orm LJ7-3	4 960 Yel-Blk LJ7-4	5 958 Yel-Gm LJ7-6	6 956 Yel-Blu LJ7-7	7 954 Yel-Vio LJ7-8	8 952 Yel-Gry LJ7-9
1 Red-Bm LJ6-1	Red 1	Bottom 21 Card 9	C Casino Lamps 17	20 Chips 25	C Stand-up Target 33	Ten 41	F Left Bank Target 49	Win Meter 1 Low 57
2 Red-Blk LJ6-2	Green 2	Middle 21 Card 10	A Casino Lamps 18	10 Chips 26	H Stand-up Target 34	Jack 42	I Left Bank Target 50	Win Meter 2 58
3 Red-Orm LJ6-3	Black 3	Top 21 Card 11	S Casino Lamps 19	50 Chips 27	I Stand-up Target 35	Queen 43	V Left Bank Target 51	Win Meter 3 59
4 Red-Yel LJ6-5	Play Roulette ② 4	20 Hit Lamp 12	I Casino Lamps 20	Spot Star 28	P Stand-up Target 36	King 44	E Left Bank Target 52	Win Meter 4 60
5 Red-Gm LJ6-6	Gold Star 1	Left Outlane 5	N Casino Lamps 21	Top Jet and 1 29	S Stand-up Target 37	Ace 45	C Right Bank Target 53	Win Meter 5 61
6 Red-Blu LJ6-7	Gold Star 2	Left Return Lane 14	O Casino Lamps 22	Bottom Jet and 3 30	Not Used 38	200 Chips 46	A Right Bank Target 54	Win Meter 6 62
7 Red-Vio LJ6-8	Gold Star 3	Right Return Lane 15	Hold Card 23	Right Jet and 2 31	Winning Streak 39	100 Chips 47	R Right Bank Target 55	Win Meter 7 63
8 Red-Gry LJ6-9	Spot Card 8	Right Outlane 16	Collect Royal 24	Not Used 32	Slot Shot 40	Shoot Again 48	D Right Bank Target 56	Bust Card 64

Lamps Locations



Playfield Parts Locations



Play-Id Parts Listing

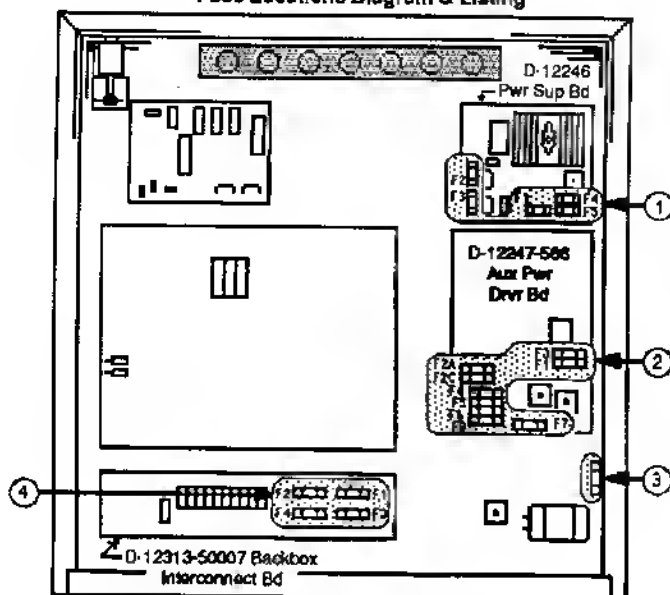
Item	Part No.	Description	Item	Part No.	Description
1	12-6871	Anti-rebound Wire	22	B-13959	Ball Kicker (Locker)
2	C-13174-R	Lower Right Flipper	23	B-12583-6	Standup Target
a)	20-9250-5	Flipper Paddle & Shaft	24	C-13821	Ball Guide Assembly
3	B-13921-R	Right Return Lane Guide	25	B-12665	Kicker Arm ("Slingshot")
4	B-12665	Kicker Arm ("Slingshot")	a)	B-11203-L-1	Coil & Bracket Assembly
a)	B-11203-R-1	Coil & Bracket Assembly	26	D-13848	Left Return Ramp Assembly
5	A-13863	One-way Gate Assembly	27	B-13921-L	Left Return Lane Guide
a)	12-6939	Gate Wire	28	C-13174-L	Lower Right Flipper
6	B-13814	Ball Guide Assembly	a)	20-9250-5	Flipper Paddle & Shaft
7	D-13847	Right Return Ramp Assembly	29	B-12912-10	Standup Target (5)
8	B-13915	Diverter	30	C-13450	4-bank Drop target Assembly
a)	A-13917	Shaft Assembly	a)	C-12499	4-bank Dr Target Opto Board
9	12-6929	Wire Ball Guide	31	B-8414-3	Jet Bumper (3)
10	B-13850-1	Switch Gate Assembly	a)	B-9415-1	Coil & Bracket Assembly
a)	12-6933-1	Gate Wire	b)	B-12030-2	Switch & Diode Assembly
11	B-13813	Ball Guide Assembly	32	12-6931-1	Lower Ramp Wire
12	R-13848	Multi-ramp Assembly	33	12-8931	Side Ramp Wire
13	B-13818	Ball Guide Assembly	34	B-12267	One-way Gate Assembly
14	C-13819	Ball Guide Assembly	a)	12-6802	Gate Wire
15	C-13817	Ball Guide Assembly			
16	A-11760-2	One-way Gate Assembly			
a)	12-6943	Gate Wire			
17	B-12912-11	Standup Target			
18	-13960	Ball Kicker Ramp Assembly			
19	B-13845	Up / Down Ramp Assembly			
20	B-11304-3	Ramp Lifter Assembly			
a)	B-13655	Coil & Bracket Assembly			
21	C-13820	Ball Guide Assembly			

Parts below are located beneath Bottom Arch:

B-8623	Upper Trough Baffle Assembly
C-8235	Lower Trough Baffle Assembly
12-6542	Trough Baffle Wire
01-3569-1	Ball Trough (runway)
01-5575	Bottom Arch Mounting Bracket
B-8039-2	Outhole Kicker Assembly

Fuse Listing

Fuse Locations Diagram & Listing



Item	Part Number	Description	Circuit/Location
1	5731-12326-00	Fuse, 3/8A., Slow-Blow (S-B), 250V	F1; D-12246 Power Supply Board
1	5731-12327-00	Fuse, 1/8A., S-B, 250V	F2, F3; D-12246 Power Supply Board
1	5731-09432-00	Fuse, 7A S-B, 250v	F4, F5; D-12246 Power Supply Board
2	5731-09128-00	Fuse, 2-1/2A., S-B, 250v	F1, F2A, F3, F4; D-12247 Aux Pwr Driver Board
2	5731-09651-00	Fuse, 5A., S-B, 250v	F2C; D-12247 Aux Pwr Driver Board
2	5731-08665-00	Fuse, 2A., S-B, 250v	F5, F6; D-12247 Aux Pwr Driver Board
2	5731-06314-00	Fuse, 4A., S-B, 250v	F7; D-12247 Aux Pwr Driver Board
2	5731-09432-00	Fuse, 7A., S-B, 250v	F8; D-12247 Aux Pwr Driver Board
3	5730-09071-00	Fuse, 8A., Normal-Blow (N-B), 32v	+18 Vdc Lamp CkY Lwr Rt B'box fuseholder (1)
4	5731-09651-00	Fuse, 5A., S-B, 250v	F1 - F4; Gen. Illumin/B'box Interconnect Board
	5730-09252-00	Fuse, 8A., N-B, 125v	Input ("high voltage") Power Line/Cabinet Box*

* One 4A., S-B, 250v fuse (5731-06314-00) is provided for an overseas (220v) game installation.

Concerning the fuses listed as Item 2, F1 protects the +25V dc Special Solenoid circuit connected via the Red-White wires, including the Left, Right, and Lower Jet Bumpers. F2A protects the "A" Solenoids connected with Brown wires, including the Outhole Kicker, the Shooter Lane Feeder, and the Ramp Up and Down solenoids. F2C protects the "C" Solenoids connected with Orange wires, which are flashlamp circuits. F3 protects the Controlled Solenoids connected with Red wires, including the Right Back Flasher, the Backbox/Playfield General Illumination Relays, and the Roulette Wheel flashers. F4 protects the +50V Solenoids connected with Violet-Yellow wires, including the Left and Right Kickers, and the Diverter. F5 protects the +50V Solenoids connected with Yellow-Violet wires, including both 4-Bank Drop Target Reset solenoids, the Knecker, and the Ball Kicker. F6 protects the Lower Left and Right Flippers. F7 protects the input to the +50V dc rectifier, and F8 protects the input to the +25V dc rectifier on the Aux Power Driver Board.

WARNINGS & NOTICES

WARNING

FOR SAFETY AND RELIABILITY, **WILLIAMS ELECTRONICS GAMES** does not recommend or authorize any substitute parts or modifications of **WILLIAMS'** equipment. Use of Non- **WILLIAMS'** parts, or modifications of game circuitry, may adversely affect game play, or may cause injuries.

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WARNING

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

WARNING

FCC STICKER. Check the back of your **RIVERBOAT GAMBLER** game to verify that an FCC-certification sticker was attached to your game at the factory.

All games that leave **WILLIAMS'** plants have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor of the game may result, if the sticker is missing. If you receive any **WILLIAMS** game, manufactured after December 1982, that has no FCC sticker, call **WILLIAMS** for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

RF Interference Notice

CABLE HARNESS PLACEMENTS and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

Notice

RIVERBOAT GAMBLER, Lane Change, and **MULTI-BALL** are trademarks of **WILLIAMS ELECTRONICS GAMES, INC.**

FOR SERVICE...

CALL your authorized
WILLIAMS' Distributor.

Williams® 
ELECTRONICS GAMES, INC.

3401 N. California Avenue
Chicago, IL 60618

WARNING: Transport this game **ONLY**
with hinged backbox **DOWN!**